WALTER

DWAYNE

MIKE

JETHRO

CHEN

HOW TO PLAY MICRO MACHINES®

Micro Machines® is a car racing game where you get to race 9 different Micro Machines® on 32 different tracks, each in 9 different environments. There are 11 different characters to compete against, each with his own skill level and character.

MICRO MACHINES® CHALLENGE (the one player game)

as long as you keep winning you will race against all eleven characters on progressively more difficult tracks.

The idea is to knock out every one of the characters until none remain, leaving you as the Micro Machines® Champion.

In the two player game you can race against a friend or a group of friends one at a time. There are only two cars on the track at a time and the race is over three laps of the course.

GETTING STARTED

First of all use the SELECT button to point the hand in the centre of the screen at your selection. Push the START button to choose the game you have selected then read the part of this leaflet which helps you with that game.

THE RULES OF THE MICRO MACHINES® CHALLENGE

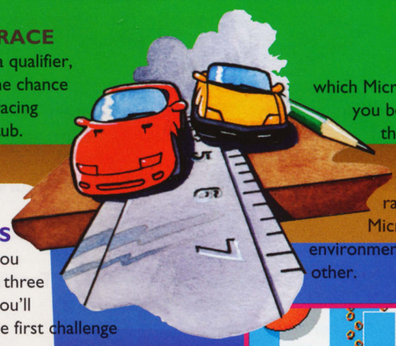
In the Micro Machines® Challenge you get to race all the different Micro Machines® in their own individual environments, building up your collection of Micro Machines® in your display case shown at the beginning of each race. During the race the car order is shown in the top left hand corner of the screen as a column of coloured dots representing the colours of the cars. The race lasts for 3 laps. FIRST or SECOND place in a race means you qualify for the next race on a different track with a different vehicle. THIRD or FOURTH place means you lose a chance and have to race the same track again. You start with three chances, and if you lose them all then it's GAME OVER!

CHOOSING YOUR CHARACTER

After selecting the Micro Machines® Challenge, you have to select the character you want to be for the whole challenge. Pressing LEFT or RIGHT on the control pad will move you through the characters. Press SELECT to choose a particular character... press START to continue...

QUALIFIER RACE

The first race is a qualifier, where you get the chance to perfect your racing skills in the bathtub.



CHOOSING YOUR OPPONENTS

After qualifying you must choose the three characters that you'll race against in the first challenge round.

Do this the same way that you chose your own character.

Later on as your opponents drop out you will have to choose their replacements.

As you get better you can save the worst characters for the later races and eliminate the good drivers in the earlier rounds.

INTRODUCING THE RUFF TRUX TIME TRIAL...

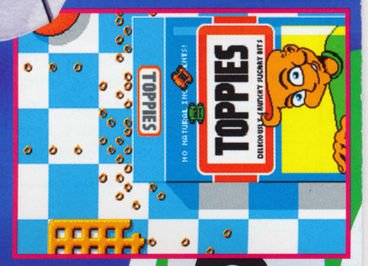
Whenever you have come first in THREE races you get the chance to compete in this special stage and earn an extra life.

Driving your all-terrain Ruff Trux you've got to complete one lap of a specially difficult track within a set time. If you fail to

finish before the timer runs out you don't get the extra life but you don't lose any lives for trying.

PLAYING MICRO MACHINES® TWO PLAYER GAME

Both players must first choose which character they want to be. Player One has first pick, and each player must use their own controller. You make your selection with BUTTON A. Next you must choose if you want just a SINGLE RACE or a TOURNAMENT. In the SINGLE RACE game you choose which Micro Machines® vehicle you both want to use and then race. In the TOURNAMENT you both race a random selection of Micro Machines® in their environments one after the other.



The first player to win 4 races is the tournament champion.

HANDICAPPING

If one of you is a lot older or more experienced than the other then choosing Annie, Mike or Walter will handicap that player in the two player game to give the other player a fighting chance. Annie has a slight handicap, Mike a larger handicap and Walter has a big handicap.

CHERRY

CONTROLLING

PARTS OF THE JOYPAD

LEFT/RIGHT Using left and right will turn your vehicle anticlockwise or clockwise. It doesn't matter whether your vehicle is pointing up or down. You can practise this in the qualifier race in the Micro Machines® Challenge.

A BUTTON – (Accelerate) Holding down A will make you accelerate until you reach full speed.

B BUTTON – (Brake/Reverse) If you are moving forward the B button will slow you down. If you have already stopped then this button will reverse.

A+B BUTTON – Used only in the Tank level, the A+B button will fire a shell.

START – Press START to pause and unpause the game.

SCORES

The scores and ratings on the Results screen are affected by the results of SINGLE RACE games as well as TOURNAMENT games and will not be zeroed unless the console is turned off (a reset won't affect it).

This means that you can make up competitions for more than two players if each player sticks to one character and then you play a series of SINGLE RACE two player games.

HOW TO WIN THE TWO PLAYER GAME

Eight coloured lights are shown at the top left corner of the screen.

At the start of the game each player will see that four of the lights are the same colour as each of the Micro Machines®.

Whenever one of the players gets a whole screen length in front of the other they will win a bonus. One of the loser's lights will turn to the winner's colour.

When one player has all eight lights showing their colour then they have won the race.

If neither player has all eight lights at the end of three laps then the player with the most lights showing their colour wins.

If both players' lights are equal at the end of three laps then the game becomes a SUDDEN DEATH PLAY-OFF and the next player to win a bonus light will win the game.

EMILIO

INTRODUCING THE MICRO MACHINES®

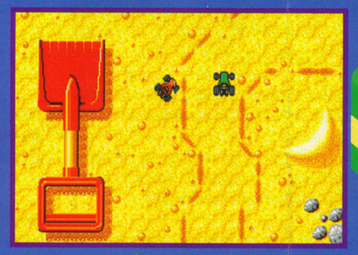
Each type of Micro Machines® vehicle races in its own special environment with its own hazards and features.

The real life handling qualities of each type of Micro Machines® vehicle has been carefully reproduced to turn these toys into a real life experience.

Enjoy each of the following Micro Machines®, and remember – they're just like the real thing!

SPORTS CARS

To make a great Sports Car race track we've pushed some school desks together and added some excellent features - Watch out for dangerous bridges between desks and mega jumps across yawnin' gaps!



ROAD WARRIORS

We move to the garage floor for this race - you've got to be a great driver to compensate for the tricky handling of these road going rhinos.

If you drive into another car fast enough you will explode so be careful.

CHOPPERS

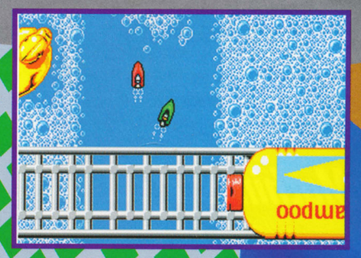
These flying Micro Machines® can take a while to get used to. Be careful not to fly wide on the corners or be blown off course by the fan heater!

FORMULA ONE RACING CARS

The scene is a pool table. These high-powered, high-speed Micro Machines® stick to the road like leeches and corner like a dream.

TURBO WHEELS®

The setting for the incredible bouncing baja buggy race is the sandpit in the yard. Ride 'em out over sand castles, mini dunes, moats and bridges – but watch out for the shovel!



TANKS

The only place to properly race a Tank is on your bedroom floor. These miniature tanks can fire at each other, but they don't like corners – it's all too easy to find yourself locked into a sticky situation. Remember you can always back up in a tight situation.

POWER BOATS

These Micro Machines® do their thing in the bathtub, where they have to contend with a whirlpool over the plug hole, discarded shampoo bottles, rubber ducks and many more hazardous bathtime objects

FOUR BY FOURS

You need some real mean wheels in this race. It's breakfast time at the kitchen table – you've got cereal, waffles, super sticky maple syrup, spilled milk, OJ and more to contend with...
looks like Armageddon in the kitchen!

ANNIE

JOEL

BONNIE

SPIDER

CODEMASTERS' HELPLINE - 1-900 RESTART 1 900 737 8278

Calls cost $1.75 for the first minute
and 90 cents thereafter.
Phone the Codemasters' Helpline for Hints and Tips that will help you play Micro Machines®

This helpline is for gameplay advice only
If you are under 18, you MUST have your parents permission.
Touchtone phones only.

1-900-RESTART
1-900-737-8278

MORE GREAT GAMES TO WATCH OUT FOR!

CODEMASTERS™ CAMERICA®

4 QUATTRO™ Sports

With advanced micro chip technology Codemasters have done it again! Now four full spec'd sports games squeezed into an Aladdin Micro Cart.
The Awesome Baseball Pro's packed with realistic features from the actual game.
Soccer Simulator, a wicked action game with all the crucial gameplay element of the real thing.
You can almost smell the Wimbledon lawns in Pro Tennis. With three skill levels, smashes, lobs and volleys it's playable beyond belief.
Against the clock dirt bike racing at its best with BMX Simulator. Burms, Bumps and ramps that actually work. Absolutely brilliant!
Four times the software, four times the action and four times the playability.

The Fantastic Adventures of DIZZY™

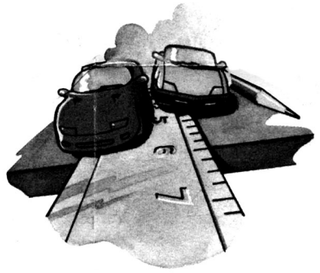
Dizzy's cartoon adventure in Zakeria - a magical kingdom ruled by the evil wizard Zaks. Explore the mysterious diamond mines, fabulous caverns, dragon's lair, cloud castle, find secret treasure maps, encounter strange magicians, wizards, trolls, pirates, leprechauns & many other weird and wonderful creatures.
Dizzy's girlfriend Daisy has been kidnapped and taken to Evil Zaks' castle in the clouds. Your job is to find the castle and defeat Zaks. Your adventure begins in front of Dizzy's treehouse high above the forest floor. **Good Luck!**

Micro Machines® THE ORIGINAL SCALE MINIATURES

was brought to you by...

CREDITS

GAME DESIGN	*Andrew Graham*
PROGRAMMING	*Andrew Graham & Jon Menzies*
GRAPHICS	*Paul Perrott & Stuart Graham*
MUSIC	*Matt Gray*
PACKAGING	*Victoria Healey & Nick Price*
ART MANAGER	*Shân Savage*
PROJECT MANAGER	*Paul Ranson*
PRODUCTION	*Stewart Regan & Pat Stanley*



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IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.
DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are very hot or very cold.
DO NOT hit it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR PROJECTOR TV.Projection TVs can be permanently damaged by displaying stationary screens or
patterns, e.g. a game in pause mode.
Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

☞ Please contact your TV manufacturer for more information.

CAMERICA LIMITED INC., LIMITED WARRANTY

Camerica Limited Inc., ("CAMERICA") warrants to the original purchaser only of this Camerica game cartridge that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Camerica game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT.
Camerica agrees for a period of ninety (90) days to either replace or repair, at Camerica's option, free of charge, the Camerica game cartridge found not to meet Camerica's express warranty, postage paid with proof of date of purchase.
Replacement of the game cartridge found not to meet Camerica's express warranty and returned to Camerica by the original purchaser within ninety (90) days of purchase, is the full extent of Camerica's warranty obligations and is the purchaser's exclusive remedy.

This warranty is in lieu of all other warranties and conditions and all warranties and conditions express or implied, including but not limited to, implied warranties and conditions of merchantability and fitness for a particular purpose and those arising by statute or otherwise in law or from a course of dealing or uses of trade are all expressly disclaimed.

In no event will Camerica be liable for any special incidental or consequential damages resulting from possession, use or malfunction of this Camerica game cartridge.
The express warranty above gives you specific rights and you may also have other rights which vary from jurisdiction to jurisdiction. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages or limitation on how long an implied warranty or conditions last, so the above limitation or exclusion may not apply to you. Any exclusion or limitation shall not be applicable to the extent it is prohibited by the law in any jurisdiction and such provision shall be severed from the rest of these terms.

Camerica Ltd Inc., 3415 14TH Avenue, Markham,
Ontario, L3R OH3, Canada -Tel (416) 470-2791

FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

1. This device may not cause harmful interference and
2. This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

Written by CODEMASTERS™

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IN CANADA ONLY ● 0-800-565-2688
CAMERICA GAMES

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